This course provides an introduction to the computer application Adobe Illustrator, a vector based computer graphic program. This application has become the industry standard in computer 2D graphic projects. The class explores all facets of this computer program using the most recent edition.
COURSE LEVEL STUDENT LEARNING OUTCOME(S) Supported by this course:

1. Distinguish between the different types of paint and drawing applications to increase business productivity through the use of appropriate, original graphics.

2. Know and apply principles of graphic design and application.

3. Understand and use a sophisticated computer drawing and paint program and develop enough competence and confidence in its use to apply that knowledge to other software applications.

4. Apply the specialized terminology used by the software application by completing assignments that require the use of that terminology.

COURSE OBJECTIVES:

1. Understand and use a sophisticated computer drawing and paint program and develop enough competence and confidence in its use to apply that knowledge to other software applications.

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COURSE CONTENT:

LECTURE CONTENT:

A. Introduction to Adobe Illustrator
   1. Overview of Adobe Illustrator
   2. Getting started
      a. Working with templates and artwork
      b. Using scanned images
      c. Opening documents
      d. Planning your artwork
      e. Correcting mistakes
      f. Closing documents
      g. Naming documents
      h. Choosing a preview format
      i. Saving documents and quitting
   3. Viewing Documents
      a. Looking at the working area
      b. Scrolling a document
      c. Magnifying and reducing with the zoom tool
      d. Displaying documents
         1) Fitting documents in the window
         2) Restoring documents to actual size
         3) Displaying multiple views of one document
         4) Viewing the template and artwork
         5) Previewing printed output
      e. Managing multiple windows
      f. Displaying the clipboard
      g. Managing the toolbox
         1) Showing and hiding the toolbox
         2) Moving the toolbox
   4. Drawing Paths
      a. Defining paths
b. Working with paths
   c. Choosing a drawing tool
   d. Drawing with the freehand tool
   e. Drawing with the auto trace tool
   f. Drawing with the pen tool
   g. Drawing with two tools
   h. Adding segments to existing open paths
   i. Managing the toolbox

5. Drawing Rectangles and Ovals
   a. Drawing rectangles and squares
   b. Drawing ovals and circles

6. Selecting objects
   a. Using the selecting tool (clicking and dragging the marquee)
   b. Grouping and ungrouping objects
   c. Locking and unlocking objects
   d. Hiding and showing objects

7. Using Type
   a. Working with type (entering, editing, painting)
   b. Understanding type attributes
   c. Setting type attributes

8. Adjusting Paths
   a. Moving anchor points
   b. Adding anchor points
   c. Joining endpoints
   d. Averaging anchor points
   e. Splitting paths with the scissors tool
   f. Adjusting paths while drawing them
   g. Redrawing segments

9. Moving Objects
   a. Moving objects to a new location
   b. Moving objects horizontally, vertically, or diagonally
   c. Moving objects to the center of the window
   d. Moving objects in front or in back of other objects
   e. Sending objects to the front or back
   f. Moving objects to specific distance and direction

10. Deleting Objects
    a. Deleting objects temporarily
    b. Deleting objects permanently
    c. Deleting all objects
    d. Undoing a deletion

11. Transforming Objects
    a. Choosing and using a transformation tool
    b. Using the scale tool
    c. Scaling by dragging
    d. Using the rotate tool
    e. Using the reflect tool
    f. Using the shear tool
    g. Using the blend tool
    h. Repeating transformations

12. Measuring and Constraining
    a. Using the measure tool
    b. Rotating the x and y axes
    c. Using the rulers
    d. Setting the unit of measure
    e. Changing the ruler origin
13. Using Paint Tools
   a. Understanding the painting order
   b. Previewing as you paint
   c. Painting paths
   d. Looking at the current paint attributes
   e. Setting the paint attributes
   f. Setting fill attributes
   g. Setting stroke and line attributes
   h. Painting with patterns
   i. Transforming patterns
   j. Masking Objects
   k. Setting flatness
   l. Annotating objects
   m. Using keyboard search

14. Using Patterns
   a. Creating patterns
   b. Pasting patterns
   c. Renaming patterns
   d. Deleting patterns
   e. Previewing patterns
   f. Understanding pattern tiling
   g. Understanding pattern availability

15. Printing Documents
   a. Understanding tiling
   b. Tiling documents into pages
   c. Adjusting the page grid
   d. Setting up pages
   e. Printing

16. Working with Other Applications in print graphics, web design, and 3D animation

LABORATORY CONTENT:

METHODS OF INSTRUCTION:

A. Lecture:
B. Lab:
C. Online:
D. Independent Study:

INSTRUCTIONAL TECHNIQUES:

COURSE ASSIGNMENTS:
   Out-of-class Assignments

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Writing Assignments

Satisfactory completion of job simulation projects which apply the computer applications skills needed to use sophisticated paint, drawing, and text software applications.

Reading Assignments

Illustrator - Visual Quickstart Guide, Elaine Weinmann/Peter Lourekas
Peach Pit Press
METHODS OF STUDENT EVALUATION:
Projects (ind/group)
Problem Solving Exercises
Skills Demonstration

Demonstration of Critical Thinking:

1. Understand sophisticated drawing and paint applications terminology and apply this specialized vocabulary when using different computer applications software.

2. Analyze, compare, and select the most effective tools in a sophisticated graphics program to design original graphics for use in business advertising and design.

3. State the differences and similarities as well as the advantages and disadvantages inherent in the use of different types of tools in sophisticated software.

4. Become proficient in the selection and use of type in headlines, sub-headlines, and body copy.

Required Writing, Problem Solving, Skills Demonstration:

Satisfactory completion of job simulation projects which apply the computer applications skills needed to use sophisticated paint, drawing, and text software applications.

TEXTS, READINGS, AND RESOURCES:

TextBooks:
1. Elaine Weinmann, Peter Lourekas. *Selected from available texts, such as: Illustrator - Visual Quickstart Guide*, ed. Peach Pit Press, 0

Other:
1. Technique guides for Illustrator/class handouts
   Class project list/guide
   100 MB Zip Disk

LIBRARY:

Adequate library resources include:

Comments:

Attachments:

[Attached Files]